



COMMUNIQUE #30

STARDATE 2008.06

NEW IN THIS ISSUE

We have included several Ship Cards in this issue.
New Ship Card: Lyran Bengal Tiger Command Cruiser.
Revised Ship Card: Battle Station, Planet Killer.
Larger Ship Card: Neo-Tholian Dreadnought.
New scenario: (8CM19) The Chase.
Special Ship Card: WYN Shark Heavy Cruiser.

SCHEDULE UPDATE

We shipped *Federation Commander: Distant Kingdoms, Booster #19, and Booster #20* on 12 May. The delay was caused by the die cutter, who took forever to get the job done. *Squadron Boxes #19-#21, Booster #21, and Border Box #7* will follow.

We have released the mail-order-only product *Klingon Space* for those who bought *Romulan Border* first.

Captain's Log #37 was released on 23 June.

Federation Commander: Orion Attack will be released this fall. This includes eight new pirate ships, but also has a number of other new units including: Hydran Gendarme, Lyran Military Police Ship, Gorn frigate, Romulan SeaHawk, planetary defense monitor, Q-ships, and commercial platform.

Federation Commander: Briefing #1 was released on 18 February. This book includes 24 scenarios, plus a tactics section, six new ships, and the Scenario Designer's Guide.

Squadron Boxes #16, #17, and #18 were released on 18 February. These include 15 dreadnought variants, many of them never seen before. Due to the larger than usual size and increased cost of these ships, these three boxes are \$44.95 each.

Federation Commander: Line of Battle was released on 14 January. This is a "booster pack for battleship cards" including extra copies of seven cards (Federation battleship, Klingon B10 battleship, Kzinti battleship, Romulan King Condor battleship, Gorn battleship, Seltorian Battlewagon and Neo-Tholian battleship) for those scenarios with two battleships, along with two entirely new battleships: the Hydran Monarch battleship and the Lyran Cave Lion battleship. This also includes three new scenarios. Retail price is \$19.95. Stock number is 4007.

Already released: *Klingon Border, Klingon Attack, Romulan Border, Romulan Attack, Tholian Attack, Battleships Attack, Booster Packs #0-#18, Squadron Boxes #0-#15, Border Boxes #1-#5, Captain's Log #32-#36, Academy, Graduation, Romulan Space*. We released *Border Box #6* on 14 January. It includes nine battleships (five of them new) and a starbase.

PUBLISHER'S INFORMATION

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FEDERATION COMMANDER Organized League Play

The on-line forms for registering your store as a site for Organized League Play are live in the *Commander's Circle*. Also available is the form to register your completed games, and you can even use the same form to register future games as a means of inviting people to attend and join the fun.

You will find a link to the *Commander's Circle* at: www.StarFleetGames.com/fccc/login.php along with everything else for this game system.

Many stores have already signed up, and prizes (a series of "bonus cards" used to give ships a special ability) are being mailed out to those stores. The scenarios of the first six months of 2008 are as follows, and reflect a Coalition attack on the Tholian Holdfast. These use ships from *Tholian Attack* and from *Boosters #13, #14, and #15*.

January: 8TA1 Gunfight at the Tholian Web

February: 8TA12 Assault on Tholian Base Station Three ‡

March: 8TA13 Assault on Tholian Base Station Four ‡

April: 8TA14 Battle of the Hook ‡

May: 8TA5 Desperate Days

June: 8TA3 Assault on the Holdfast

‡ For these three scenarios, replace the Seltorian forces with Klingon forces with 125% of the point value.

In 2006, the Federation *barely* stopped the Klingons one hex from Earth. The Romulans did not do that well in 2007, being stopped 3 hexes from Earth.

COMMANDER NEWS

THE BBS & FORUM: KEYS TO COMMUNICATION

The BBS (www.StarFleetGames.com/discus) can be confusing at first sight, as it has hundreds of topics, used daily by a thousand players. Registration is free, but we do require all participants to use their real names. (This not only improves the overall tone of civility, but makes sure you get credit for any suggestions you make.) When you register, you will see topics for each of our product lines. Feel free to venture into the broader universe as you get more comfortable with the system.

There is also a forum (much easier for new players) on the www.FederationCommander.com website. It allows screen names and avatars but isn't used for submissions of new items.

Several versions of the updated Master Ship Chart for *Federation Commander* were added to the *Commander's Circle*.

New in the Commander's Circle is the Scenario Designer's Guide: <http://www.StarFleetGames.com/fc/designguide.shtml>.

WHAT SHIPS DO YOU WANT?

Here is your chance to get what you want. Whether you are a veteran player of *Star Fleet Battles* and familiar with the thousands of starships in that game system, or a new player of *Federation Commander* and just have a vague feeling that some ship of some kind is missing from your fleet, tell us what you want and we'll consider adding it via *Communique* or in a future expansion. Here are some player suggestions for next year:

Generic units: planetary defense monitor‡, Q-ship‡, armed freighter, small planetary bases.

Police ships for any empires that don't have them (Klingon G2, Romulan Snipe-P, Kzinti Police Frigate, Tholian POL, Hydran Gendarme‡, Lyran MP and POL).

Federation DDF fast destroyer.

Klingon F5D drone-armed frigate variant, F6B variant (drones replacing two disruptors to avoid the firing limit), D6J penal ship, D5WL§.

Romulan SpH-J, K10R, KillerHawk, K7R§, Vulture§. Kzinti drone frigate, destroyer§, FFK frigate§.

Gorn dreadnought-cruiser, HDE, MCC§.

Orion OK6‡ (captured Klingon ship), pirate heavy cruiser‡, pirate war destroyer‡.

Hydran D7H *Anarchist* (captured Klingon D7), Lancer destroyer§, Lord Marshal§, Pegasus§, Tartar§.

Andromedan (small ship, experimental rules).

Lyran Military Police‡, CL§, NCA§, DW§.

Seltorian Hive Ship (larger than the Battlewagon).

Ship types (available for various empires using experimental rules): maulers, tug with cargo pods, scouts.

‡ Scheduled for inclusion in *FC: Orion Attack*.

§ Selected for future product (*Hydran Attack?*).

FED COMMANDER: 2008-09

LINE OF BATTLE (stock #4007, retail \$19.95) has extra copies of the battleship cards for larger battles.

BRIEFING #1 (stock #4021, retail \$12.95) contains scenarios, tactics, and other materials.

We released *DISTANT KINGDOMS* (Hydrans, Lyrans, and WYNs, a \$34.95 package, stock #4105) on 12 May, along with *Boosters #19* and *#20*. *Booster #21*, the squadron boxes, and the border box will follow.

ORION ATTACK will be released this fall. This has previously been mentioned as *Orion Pirates* or *Pirates Attack*, but now has an official title. Our challenge is to decide what will replace the maps (no more panels are needed). Possibly a larger rulebook, or more ships, or play aids, or something else. Your suggestions are more than welcome.

We are looking at the possibility of doing a booster for the ships in *Briefing #1* and possibly another booster or two for ships that have been in *Captain's Log*.

HYDRAN ATTACK, WAR AND PEACE (ISC, Vudar, Andros), *Briefing #2*, and more "Attack" products will appear in 2009.

UNIVERSE NEWS

Federation Commander is only one of the games in the *Star Fleet Universe*. All of our games use a common historical background and technological database.

There are three kinds of *Federation Commander* players: new players who have never played *Star Fleet Battles*, veterans of *SFB* who haven't played in years but are now playing *FC*, and active *SFB* players who have decided to also play *FC*. Members of any group could have played our other games. This part of *Communique* will have news on our other games. Our opt-in Email newsletter goes to fans of all our games; each issue includes links to information for each game.

Federation & Empire is moving toward its next major expansion: *ISC WAR*, but will first release another new product, *Tactical Operations*.

Star Fleet Battles received *R11 Support Ships* at Origins 2007, *Ω5: Omega Flotillas* in May 08, and *Module X1R X-Ship Reinforcements* at Origins. Plans for 2008 include modules *G3* and *Y2*.

Prime Directive d20 Modern is in final editing.

Prime Directive Federation is in final development.

Prime Directive Tholians is in development for 2009.

We are working on conversions of *Prime Directive* to other systems including D6, Fudge, SW, and HERO.

WEBSITE UPDATE

We have completed the project to merge our two websites. The "new" www.FederationCommander.com is now nested inside the "original" site which you all know is www.StarFleetGames.com. Why did we do this?

We originally made FederationCommander.com a separate site because we feared new players would find the original StarFleetGames.com site too huge and too confusing. As time went by, users of the "new" site wanted more and more of the "original" site's information copied over, and improvements to the "original" site had made it vastly easier to use. (The new site index makes it possible to find anything you want, quickly and easily.) There just was no reason to maintain two increasingly-identical sites. Players were actually getting confused as to which site they were on at any given moment because the two sites were so extensively cross-linked and had so many identical pages.

Let us know (at graphics@StarFleetGames.com) if you see any glitches in the website, or ways to improve it.

The website:

www.StarFleetGames.com

includes a wealth of information, downloads, and other items for players of all of our games. Explore, look around, click on random entries in the master index, and you may be surprised what you find.

FEDERATION COMMANDER SCENARIO

[8CM19] THE CHASE

During the General War, a Romulan squadron patrolling the front lines was suddenly confronted by a larger Federation task force. The Romulan commander had to make a quick decision: cloak, or try to escape.

(8CM19a) NUMBER OF PLAYERS

Two: the Federation player and the Romulan player.

(8CM19b) INITIAL SETUP

Map: Set up the map with 3 panels across and 2 panels high if using small hexes (4 wide and 3 high with large hexes). The map “floats”. Romulan ships can only disengage in directions B or C. Federation ships can only disengage in directions E or F. Ships disengaging in directions other than those stated here are considered destroyed.

Federation: Place the new heavy cruiser *New York*, new light cruiser *Michigan*, frigate *John Paul Jones*, and frigate *Rickover* within six hexes of the top left map corner, all ships facing C.

Romulan: Place the SparrowHawk *Adversary*, SkyHawk *Poinard*, and SeaHawk *Loyalty* in direction C from the Federation force. All Romulan ships must be within three hexes of each other, and the closest Romulan and Federation ships must be 20 hexes apart.

(8CM19c) OBJECTIVE

Mission-Federation: Destroy the Romulan forces.

Mission-Romulan: The Romulans must decide which is preferable: make the Federation pay for violating Romulan space, or simply flee.

Time Limit: The scenario ends when all units belonging to one side have been destroyed, captured, or have left the scenario.

Victory: Use the Victory Conditions in (8B2). The Romulan player is not penalized for disengaging. In fact, he receives a victory point bonus for each ship he disengages if it does so after Turn #3.

SparrowHawk: 50 points

SkyHawk: 30 points

SeaHawk: 20 points

(8CM19d) SPECIAL RULES

Romulan Restriction: The Romulans were caught off-guard by the Federation task force. The Romulan ships may not choose a baseline speed greater than eight during the first turn. They may choose any baseline speed after the first turn.

SeaHawk: The SeaHawk was published in *Communique #21* and is scheduled for *Orion Attack*. If you don't have a laminated ship card for it, and don't want to use a printed paper ship, use the Snipe from *Romulan Attack*.

(8CM19e) FORCE DYNAMICS

You can replay this scenario many times with slight variations.

Alternate Empires: Replace the Federation task force with Gorns. Use a medium cruiser, heavy destroyer, battle destroyer, and destroyer.

Replace the Romulan force with a Klingon D5, F5, and E4 or a Lyran CW, DD, and FF.

Faster: For a smaller and faster battle, delete both of the Federation frigates and the Romulan SkyHawk.

Balance: To help the Federation player, replace a frigate with a war destroyer. To help the Romulan player, replace the SeaHawk with a SkyHawk.

(8CM19f) DESIGNERS NOTES

This scenario was originally written for *SFB* by Steven Saus; it was converted to *FC* by Mike West.

Index of 2008 Issues:

- **Communique #25:** Romulan SparrowHawk alternate plasma arc Fleet Scale Ship Card; larger version of the Seltorian dreadnought Ship Card; revised Gorn heavy destroyer Ship Card; Klingon D7D Ship Card, Scenario 8CM15 The Battle of Hasbron.

- **Communique #26:** Gorn heavy destroyer alternate plasma arc Fleet Scale Ship Card, larger version of the Federation plasma-armed battlecruiser Ship Card, revised Kzinti frigate Ship Card; Scenario 8CM16 Plasmas Vs. Drones; B10 boom section Ship Card.

- **Communique #27:** Federation light tactical transport special Fleet Scale Ship Card; Scenario 8CM17 Diplomatic Immunity; new Tholian TK5 Ship Card; revised Romulan KR Ship Card; larger size Federation DNH heavy dreadnought Ship Card.

- **Communique #28:** Federation scout (Franz Joseph design) Special Ship Card, Lyran Jaguar war cruiser and Cheetah frigate Ship Cards, Hydran Mongol Ship Card, scout (special sensor) rules, special *FCDK* test scenario 8DK99 *Let's Get to the Bottom of This*.

- **Communique #29:** Federation galactic survey cruiser, Hydran Tartar medium cruiser, revised small freighter, Romulan K9R dreadnought, Scenario 8CM18 *Supply Voyage*.

- **Communique #30:** Lyran Bengal Tiger command cruiser, revised battlestation and Planet Killer, WYN Shark heavy cruiser, larger Neo-Tholian dreadnought, and scenario 8CM19 *The Chase*.

Index for 2006 was in *Communique #14* and the index for 2007 was in *Communique #24*, both indexes are also in *Briefing #1*.

Questions and Answers

Q: At the very start of a scenario, is my turn mode fulfilled? Is my slip mode? If I want to move in reverse, do I pay braking energy?

A: At the start of the scenario, it is assumed that all ships are moving forward in a (relatively) straight line. So, unless otherwise stated in the scenario, all ships start the scenario with the turn mode and sideslip mode fulfilled. Also, since the ships were moving forward, braking energy would have to be used if any ship wants to immediately move in reverse.

Q: A ship is holding an "impacted" drone with a tractor beam. An enemy raid (5F1) disables the tractor holding the impacted drone. Rule (5D4b) describes what happens if the tractor is disabled by enemy weapons fire. Rule (5D4c) describes what happens if the tractor holding an impacted drone is not powered at the beginning of a turn. Which procedure applies?

A: The procedure described in (5D4c) is used in this case. The impacted drone will not hit until the Defensive Fire Phase of the next impulse.

Q: What are the weapons options for the Hydrans and Lyrans on the battle station and mobile base?

A: Use the same assignments as given for the base station. This means the WPN boxes are hellbores for the Hydrans and disruptors for the Lyrans, and that the drones are Stingers for the Hydrans and ESGs for the Lyrans. (This does mean that the mobile base won't have Stingers or ESGs.) The Hydrans and the LDR do not get Ph-G, just as they don't on the base station.

Q: What firing arcs does the starbase use for snares (5M3)?

A: The web on a starbase can fire through the "facing shield", and both adjacent shields. So, for example, the snare in the "FX" starbase pod can fire through the #6, #1, and #2 shields.

Q: What is the firing arc of the Tholian NFF? It has only a single web box, even on the squadron scale ship.

A: The squadron scale Tholian NFF uses the fleet scale rules (5M3) for its single web box.

Our thanks to Mike West, our intrepid *Federation Commander* Department Head. Great job, Mike!

Why We Did It

We included the Lyran CC and WYN CA since these are scheduled to be in *Booster Pack #21* and that won't be released until July due to the production schedule. (We printed ship cards 16 at a time, and the next sheet was scheduled for May but got delayed into July. It is impractical to just print two cards.)

We included the Neo-Tholian DN because the Tholians had never had a large-scale dreadnought in *Communique* before now. We included the battle station/Planet Killer because it was the lowest-numbered card that had never been in *Communique*.

In Your Store Now!



Three new empires!

THE HYDRANS: With new weapons (fusion beams, hellbores, and stinger fighters) and new ships (Monarch battleship, Paladin dreadnought, Overlord heavy battlecruiser, Dragoon heavy cruiser, Mongol medium cruiser, Knight destroyer, Cuirassier frigate).

THE LYRANS: With a new weapon (expanding spheres) and new ships (Cave Lion battleship, Lion dreadnought, Hellcat battlecruiser, Tiger heavy cruiser, Jaguar war cruiser, Leopard destroyer, Cheetah frigate).

THE WYN: Hiding behind their radiation barrier, they have new ships including the Orca war cruiser, auxiliary battlecruiser, and Mako destroyer.

Plus the Moray Eel and four more scenarios.

NEWSLETTER

Check the website for news about the free on-line newsletter. It's full of fun and cool stuff.

StarFleetGames.com/newsletter.shtml

TACTICS WANTED!

Write up your favorite tactic (or dirty trick) and send it to us. A panel of expert players will judge these tactics for legality, creativity, and utility in combat, and we will print the ones with the highest scores in *Captain's Log*.

CUSTOMER SUPPORT

We do as much as we can to help our customers enjoy our products, and are always seeking new ways and open to new ideas to do so. Here is a general summary of the kind of things we can do. (Sorry for the small type, it does show just how much customer support stuff we have!)

Just Ask Us

You can contact the game designer at:

design@StarFleetGames.com

You can contact our customer support person at:

support@StarFleetGames.com

You can contact our sales department at:

sales@StarFleetGames.com

Try asking a question, and we'll answer as best we can. For that matter, you can always just call the office at 806-351-1950 during business hours (9-6 Central Time, M-F), and tell whoever answers (we take turns) what you need, and you will be sent to the right person to get your answer.

Websites

Our site at www.FederationCommander.com has a lot of stuff for you to use, and the *Commander's Circle* (found at www.StarFleetGames.com/fc) has lots of free downloads and other things. You can even download a demo copy of the game to give a friend. The *StarBlog* on [FederationCommander.com](http://www.FederationCommander.com) includes daily posts of what's going on and a unique insight into how things work, and the forum on that site provides access to the *Federation Commander* community of players and to the game designers and customer support people.

Need an Opponent?

There are a lot of ways to find one. Post a note in your game store. Go to the [FederationCommander.com](http://www.FederationCommander.com) forum and post a note in the *Local Groups and Retailers* section. Attend a local convention (if there is one). Go to the *Commander's Circle* and look at the player database (and post your information there so that the next person to check the list can find you).

Go to our primary BBS at www.StarFleetGames.com/discus and look for the *Seeking Opponents* section and post a note there.

Go to our combined site at www.StarFleetGames.com and look under *Player Resources* for the *Starlist* button. Enter your data and in a few days you'll get an Email from our Customer Support Director with a list of gamers near you.

Federation Commander Play-by-Email

Playing *Federation Commander* by Email is an alternative to playing Face-to-Face. While there are a few differences (i.e., your opponent isn't sitting across the table from you), it is the same game.

The basic gist of the *Federation Commander* Play-by-Email (PBEM) system is that you and your opponent submit your orders for the turn to a moderator via Email. The moderator then processes them, and sends a "SitRep" (Situation Report) to the players via Email. You receive the results, write up your next set of orders, and then submit your orders once again. The process is repeated until the game is completed. Sounds simple? That's because it IS! It'll take a little getting used to (after all, what doesn't?), but once you've got the hang of it, you'll be lobbing photon torpedoes (or whatever your weapon of choice is) at opponents from all over the world.

Every *Federation Commander* PBEM game has at least three participants: two or more players and one moderator. The moderator's purpose is to accept orders from the players and carry them out, reporting the results of those orders to all

players. While he is not a player, the moderator fulfills a very important role in the game. Good moderators and good players make for a good, enjoyable game of *Federation Commander*. Moderating a *Federation Commander* PBEM game is also an excellent way to learn more about the *Federation Commander* rules.

While there are some disadvantages to PBEM (it does take longer to finish a game), there are advantages as well. You can play against people in other parts of the world (how often do you get to Australia, anyway?), you can play multiple games at once, and you can have large multi-player games (without worrying about running out of chips and soda).

For more information about playing *Federation Commander* PBEM, please visit the Play-by-Email section at www.StarFleetGames.com/pbemgames soon, or check the PBEM section of either forum.

Federation Commander On-Line Gaming

Many people do not know that you can play *Federation Commander* on-line in real time against live opponents, any time you want, 24 hours a day.

A decade ago, www.SFBonline.com was created to provide players of *Star Fleet Battles* with an on-line gaming experience. It was a smash hit as hundreds of gamers joined the battles. Tournaments and other competitions, plus general open gaming, have gone on around-the-clock since then. This successful operation has been expanded to include *Federation Commander*! Now you can play with real live human opponents all over the world in real time 24 hours a day, seven days a week! The computer automates many functions and acts as a friendly assistant for mundane chores.

For a modest subscription fee of less than \$4 a month, you have access to all of the ships in the *Federation Commander* game system as well as new ships still in playtest and development. The Java Runtime system is compatible with Windows, Macintosh, and other systems.

Never worry about a lack of opponents. Never worry about opponents who don't show up for game day because of silly reasons like family reunions or their own weddings. Don't be cut off from your regular gaming group while on vacations or business trips.

Even better, you can join in on-line tournaments and campaigns, and your victories will add up to a higher and higher average score!

The system also allows you to chat with friends, taunt your enemies, and watch other players fight their own savage battles. (Why learn from your own mistakes when you can learn from someone else's?) This "observer" system allows players of either game (or those who have yet to join either) to learn the ins and outs of the other game before deciding to invest time and money in it.

So come to www.SFBonline.com right away. You can even fly the Federation CA or Klingon D7 as a free trial, or watch any game in play. Legendary *SFB* aces and new *Federation Commander* aces strut their stuff in combat arenas all the time, and you can learn from the best.

On-Line Opt-In Newsletter

We publish a newsletter covering all of our products with information about the games. It's free. Try it for a few issues and see if you like it. Subscribe at:

www.starfleetgames.com/newsletter.shtml

We Welcome Your Ideas


Really! We do! If you have an idea of a way we can make life easier for our players, just let us know and we will at least see if we can make it happen.

REVISED SHIP CARD

Some have asked how we pick the "revised" ships to be in *Communique*. Well, this time, we just included the last of the first 16 ships to get "revised". Most of the revisions (such as this one) are simply updates in graphics, not changes to the ships.

PLANET KILLER

SQUADRON SCALE
and FLEET SCALE



FRAME DAMAGE

10			
5			

COUNTER PK

POINT VALUE: 250

DAMAGE CONTROL: 6

TURN MODE D
MOVE COST 1

BASE SPEED 8
TURN MODE 2
SPEED COST 8

BASE SPEED 16
TURN MODE 4
SPEED COST 16

BASE SPEED 24
TURN MODE 5
SPEED COST 24

ACCELERATION
COST 1

DECELERATION
COST 1

HIGH ENERGY
TURN COST 5

EVASIVE MANEUVER
NOT ALLOWED

16

FEDERATION COMMANDER: KLINGON BORDER
DOUBLE SCALE SHIP CARD #16 OF 16
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SHIELD #1

			20				
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TRAC PH-4-FA **TRAC**

		1	2	3	4		
--	--	---	---	---	---	--	--

REACTOR

--	--	--	--	--	--	--	--

ARMOR **F HULL** **ARMOR**

--	--	--	--	--	--	--	--

ARMOR **BRIDGE** **ARMOR**

--	--	--	--	--	--	--	--

PH-3-360°

		5	6	7	8		
--	--	---	---	---	---	--	--

SYSTEM

--	--	--	--	--	--	--	--

PH-3 **ARMOR** **PH-3**

9							
10							

LS RS

BATTERY

--	--	--	--	--	--	--	--

LEFT WARP **R HULL** **RIGHT WARP**

--	--	--	--	--	--	--	--

10 **5** **5** **10**

CENTER WARP

--	--	--	--	--	--	--	--

ARMOR **5** **10** **ARMOR**

--	--	--	--	--	--	--	--

SHIELD #4

			20				
--	--	--	----	--	--	--	--

WEAPONS USED

1	2	3	4	5	6
7	8	9	10	11	12

"System" boxes can be disabled on any non-weapon or non-power hit.

POWER TRACK

Power when undamaged: **+40**

+30

+20

+10

9

8

7

6

5

4

3

2

1

0

FRACTIONAL POWER

0 1/2

#6

--	--	--	--	--	--	--	--

#2

--	--	--	--	--	--	--	--

#5

--	--	--	--	--	--	--	--

#3

--	--	--	--	--	--	--	--

There are no Marines, shuttles, or probe launcher on this "ship".

Planet Killer is subject to "hit and run" attacks but cannot be boarded.

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NEW SHIP CARD

LYRAN BENGAL TIGER COMMAND CRUISER FLEET SCALE



COUNTER CC
POINT VALUE: 82
DAMAGE CONTROL: 2

POWER TRACK

24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
0

PROBES

--	--	--	--	--

MARINES

10				
5				

FRAME DAMAGE

3		
---	--	--

Ships of the LDR have two side PH-Gs instead of two side PH-3.
BPV = 86.

PH-G

4				
5				

TURN MODE C
MOVE COST 1/2

BASE SPEED 8
TURN MODE 2
SPEED COST 4

BASE SPEED 16
TURN MODE 3
SPEED COST 8

BASE SPEED 24
TURN MODE 5
SPEED COST 12

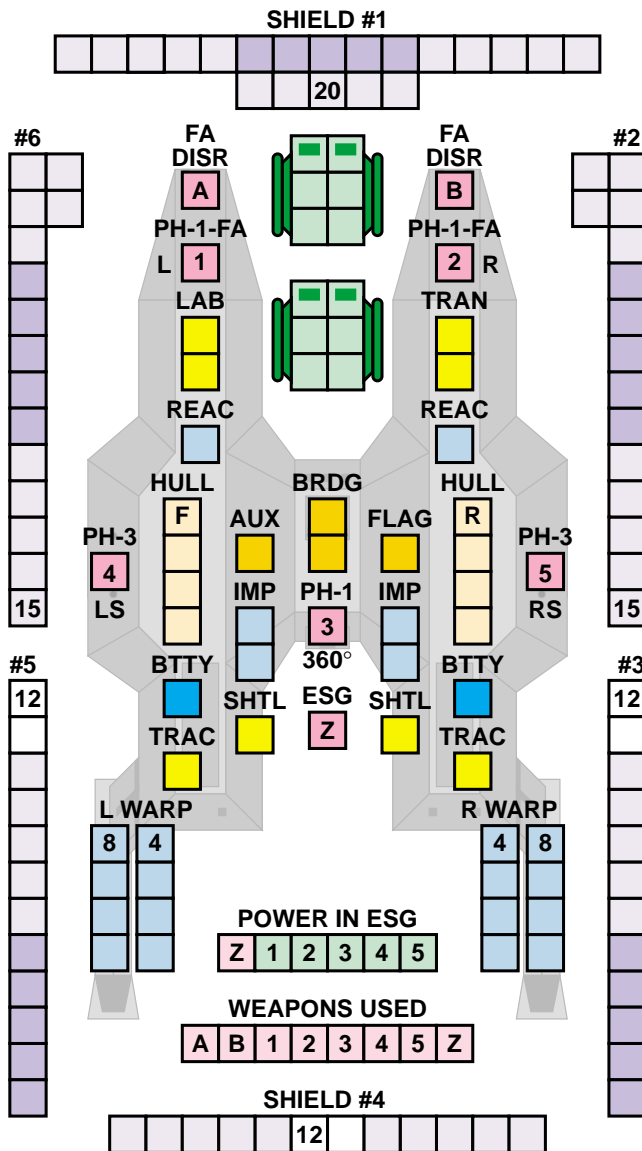
ACCELERATION
COST 1/2

DECELERATION
COST 1/2

HIGH ENERGY
TURN COST 2+1/2

EVASIVE
MANEUVER
COST 3

LMS
Name _____



POWER IN ESG
Z 1 2 3 4 5

WEAPONS USED
A B 1 2 3 4 5 Z

This ship is scheduled for publication in *Booster #21* but we didn't see why you should have to wait for it.

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FEDERATION COMMANDER: BOOSTER #21
FLEET SCALE SHIP CARD #B27
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FRACTIONAL POWER
0 1/4 1/2 3/4

NEW SHIP CARD

LYRAN BENGAL TIGER COMMAND CRUISER

SQUADRON SCALE

COUNTER CC
POINT VALUE: 155
DAMAGE CONTROL: 4



POWER TRACK

Power when undamaged: 40 + 4.

+40

+30

+20

+10

9

8

7

6

5

4

3

2

1

0

This ship is scheduled for publication in *Booster #21* but we didn't see why you should have to wait for it.

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LMS
Name

PROBES
[Grid]

MARINES
20
15
10
5

FRAME DAMAGE
6

Ships of the LDR have four PH-Gs instead of four PH-3. BPV = 167.

PH-G
7
8
9
10

TURN MODE C
MOVE COST 1

BASE SPEED 8
TURN MODE 2
SPEED COST 8

BASE SPEED 16
TURN MODE 3
SPEED COST 16

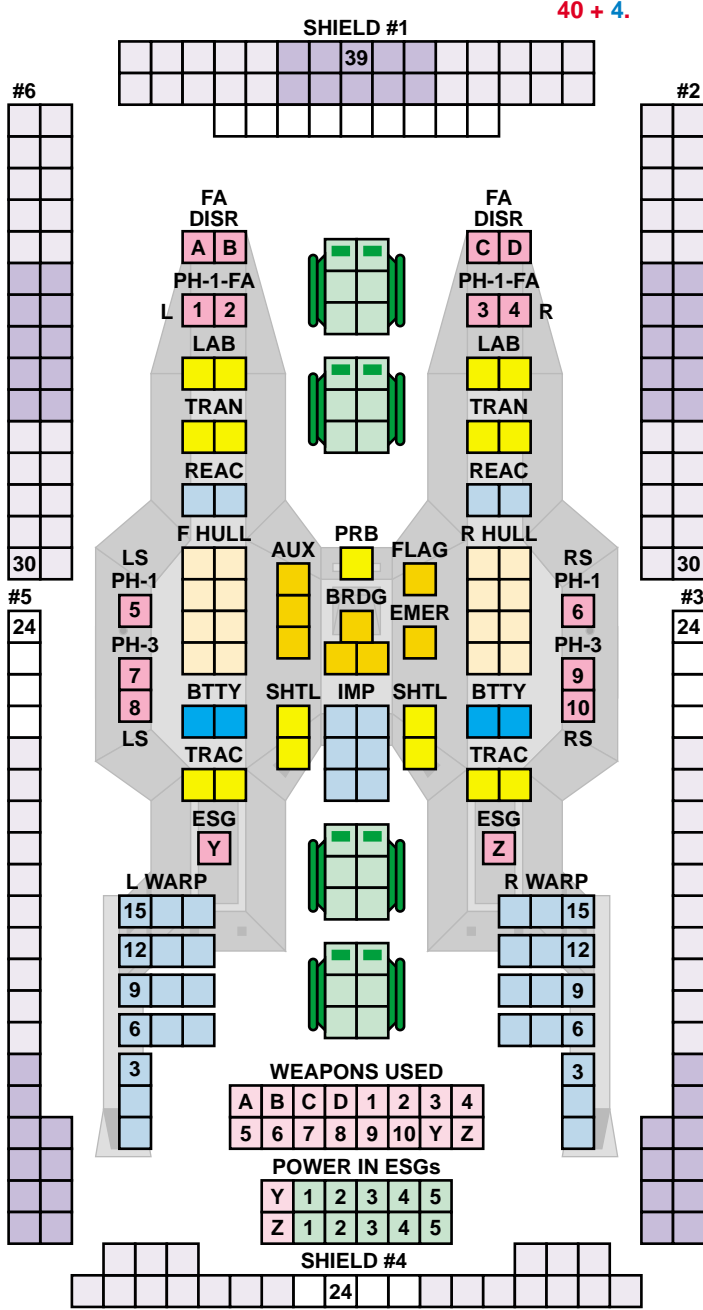
BASE SPEED 24
TURN MODE 5
SPEED COST 24

ACCELERATION
COST 1

DECELERATION
COST 1

HIGH ENERGY
TURN COST 5

EVASIVE
MANEUVER
COST 6



WEAPONS USED

A	B	C	D	1	2	3	4
5	6	7	8	9	10	Y	Z

POWER IN ESGs

Y	1	2	3	4	5
Z	1	2	3	4	5



FEDERATION COMMANDER: BOOSTER #21
SQUADRON SCALE SHIP CARD #B27
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FRACTIONAL POWER
0 1/4 1/2 3/4

SPECIAL FLEET SCALE SHIP CARD

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WYN CLUSTER HEAVY CRUISER

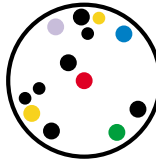
FLEET SCALE

COUNTER

CA

POINT VALUE: 75

DAMAGE CONTROL: 2



POWER TRACK

22

21

20

19

18

17

16

15

14

13

12

11

10

9

8

7

6

5

4

3

2

1

0

WDS
Name _____

PROBES

--	--	--	--

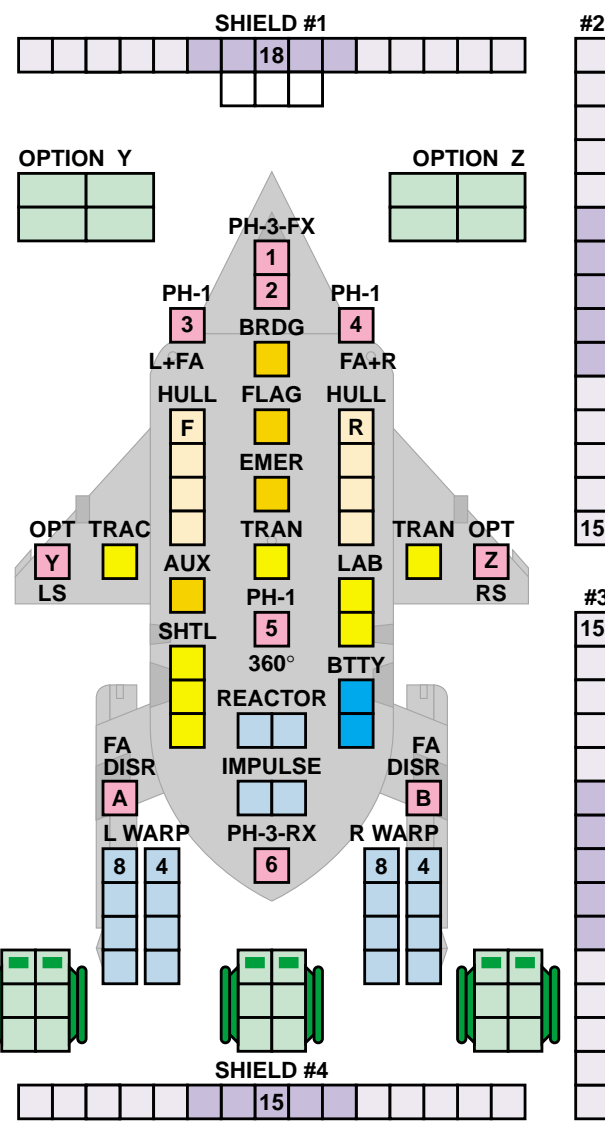
MARINES

8			
4			

FRAME DAMAGE

--	--	--

Each Optional Weapon Mount can be a Phaser-1 or a drone rack; the player must select before game begins. Drone racks are 360°.



#6

#2

#5

#3

TURN MODE C MOVE COST 1/2
BASE SPEED 8 TURN MODE 2 SPEED COST 4
BASE SPEED 16 TURN MODE 3 SPEED COST 8
BASE SPEED 24 TURN MODE 5 SPEED COST 12
ACCELERATION COST 1/2
DECELERATION COST 1/2
HIGH ENERGY TURN COST 2+1/2
EVASIVE MANEUVER COST 3

B28

DRONES

1			
2			
3			
4			

DRONES

5			
6			
7			
8			

WEAPONS USED

A	B	1	2	3
4	5	6	Y	Z

FRACTIONAL POWER

0 1/2

FEDERATION COMMANDER: BOOSTER #21

FLEET SCALE SHIP CARD #B28

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NEO-THOLIAN DREADNOUGHT

FLEET SCALE

COUNTER **NDN**
 POINT VALUE: 125
 DAMAGE CONTROL: 3



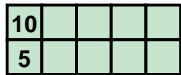
POWER TRACK

Power when undamaged:
 30 + 3.

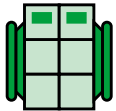
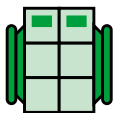
PROBES



MARINES



FRAME DAMAGE



WEAPONS USED

A	B	C	D
1	2	3	4
5	6	7	8

TURN MODE C
 MOVE COST 3/4

BASE SPEED 8
 TURN MODE 2
 SPEED COST 6

BASE SPEED 16
 TURN MODE 3
 SPEED COST 12

BASE SPEED 24
 TURN MODE 5
 SPEED COST 18

ACCELERATION
 COST 3/4

DECELERATION
 COST 3/4

HIGH ENERGY
 TURN COST
 3+3/4

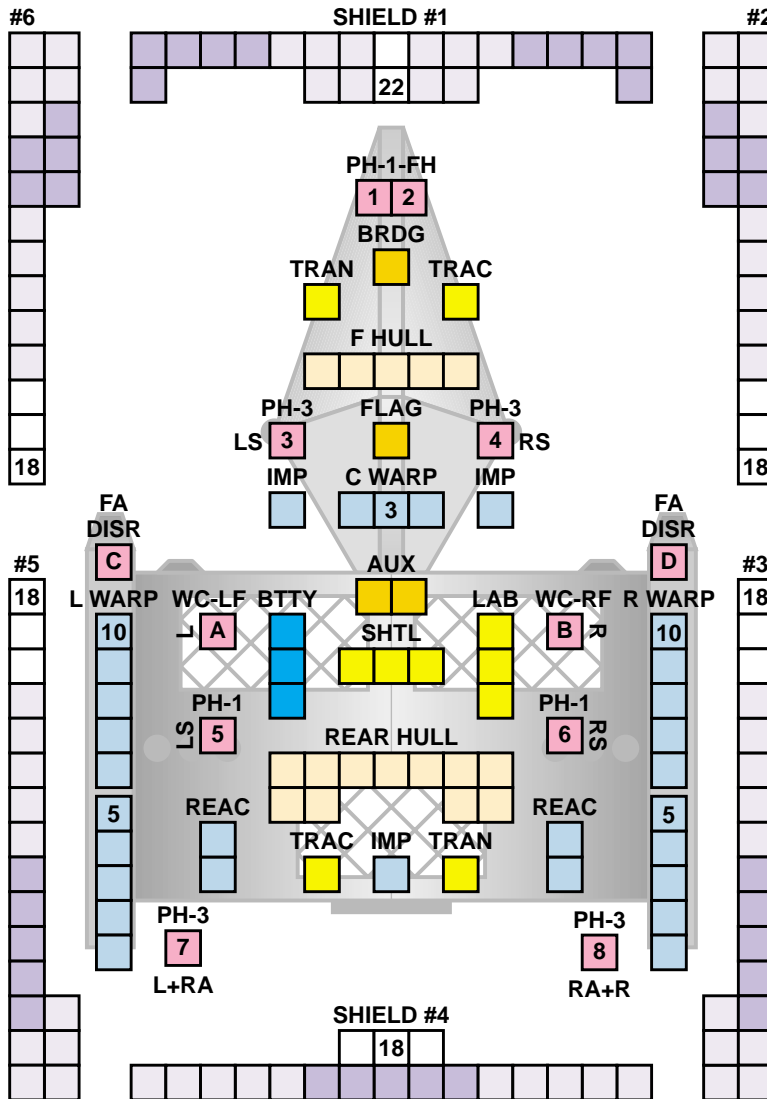
EVASIVE
 MANEUVER
 COST 4+1/2

TDV
 Name _____

+30

+20

+10



9

8

7

6

5

4

3

2

1

0

This ship served in the M81 Galaxy with particle cannons replacing the disruptors. The chart at the right is provided for use in such cases.

PARTICLE CANNON IMP USED

C	1	2	3	4	5	6	7	8
D	1	2	3	4	5	6	7	8

65

FEDERATION COMMANDER: THOLIAN ATTACK
 FLEET SCALE SHIP CARD #65 OF 65-80
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FRACTIONAL POWER

0 1/4 1/2 3/4

LARGER SHIP CARD

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NEO-THOLIAN DREADNOUGHT

SQUADRON SCALE

COUNTER **NDN**
 POINT VALUE: 240
 DAMAGE CONTROL: 6



POWER TRACK
 Power when undamaged: 59 + 6.

PROBES

--	--	--	--	--

TDV _____
 Name _____

MARINES

20				
15				
10				
5				

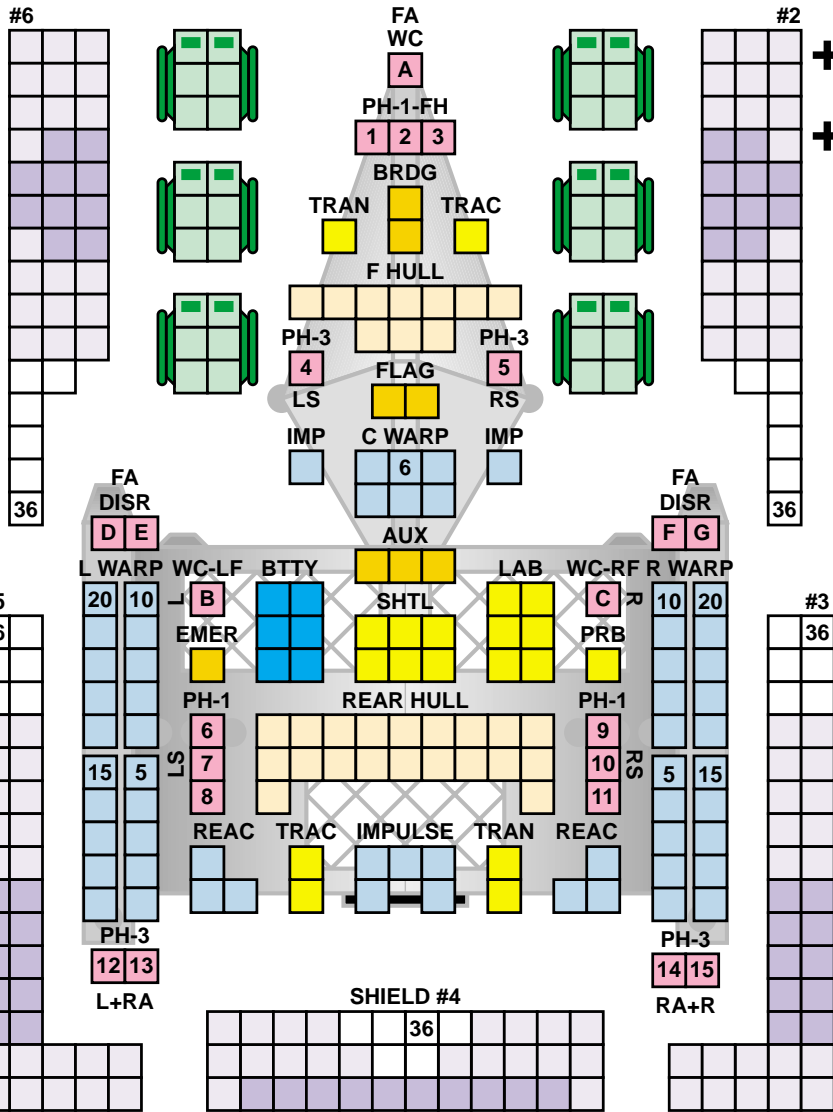
SHIELD #1

				45					

+60
 +50
 +40
 +30
 +20
 +10

FRAME DAMAGE

8			
4			



9
 8
 7
 6
 5
 4
 3
 2
 1
 0

WEAPONS USED

A	B	C		
D	E	F	G	
1	2	3	4	5
6	7	8	9	10
11	12	13	14	15

TURN MODE C MOVE COST 1+1/2
BASE SPEED 8 TURN MODE 2 SPEED COST 12
BASE SPEED 16 TURN MODE 3 SPEED COST 24
BASE SPEED 24 TURN MODE 5 SPEED COST 36
ACCELERATION COST 1+1/2
DECELERATION COST 1+1/2
HIGH ENERGY TURN COST 7+1/2
EVASIVE MANEUVER COST 9

This ship served in the M81 Galaxy with particle cannons replacing the disruptors. The chart at the right is provided for use in such cases.

PARTICLE CANNON IMP USED

D	1	2	3	4	5	6	7	8
E	1	2	3	4	5	6	7	8
F	1	2	3	4	5	6	7	8
G	1	2	3	4	5	6	7	8

FRACTIONAL POWER
 0 1/2

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LARGER SHIP CARD